

AMENDMENTS TO THE CLAIMS:

Please replace the claims with the claims provided in the listing below wherein status, amendments, additions and cancellations are indicated.

1. (Currently Amended) A computer readable recording medium in which [[a]] an executable game progress control program is recorded to control a progress of a baseball game in which a game player's team and a computer-controlled team or competitor's team alternately play offense and defense via a ball character used as a game medium, said game progress control program comprising the steps of:
 - displaying a game image including a plurality of characters on a monitor screen of a computer;
 - receiving input of [[the content of]] instructions based on [[the]] directional moving operations and button operations of a pointing device with at least one button by the player with respect to a pointing device;, said pointing device in its entirety being movable with respect to said monitor screen, and
 - proceeding the baseball game based on the input made by the game player;wherein in said receiving step, the designation of instructions for the pitching action of a pitcher character is accomplished by the operation of said pointing device when the player's team is the defensive side, the designation of instructions for the

offensive action of a batter character is accomplished by the operation of said pointing device when the game player's team is the offensive side, and the selection of pitching or pickoff throw as said pitching action is accomplished by [[a]] different operations of the button provided on button operation of said pointing device.

2. (Original) The computer recording medium according to claim 1, wherein said pointing device has at least two buttons including a first button and a second button, and said selection of pitching or pickoff throw is accomplished by performing different button operations with respect to said first button and second button.

3. (Original) The computer recording medium according to claim 1, wherein the designation of instructions for the type of ball is accomplished by the moving operation of said pointing device in cases where pitching is selected as the pitching action of said pitcher character.

4. (Original) The computer recording medium according to claim 1, wherein the designation of instructions for the course of the pitch is accomplished by the moving operation of said pointing device in cases where pitching is selected as the pitching action of said pitcher character.

5. (Original) The computer recording medium according to claim 4, wherein the operation designating instructions for said course of the pitch is received after the pitching action of the pitcher character is initiated.

6. (Original) The computer recording medium according to claim 1, wherein the designation of the base that is to be picked off is accomplished by the moving operation of said pointing device in cases where pickoff throw is selected as the pitching action of said pitcher character.

7. (Original) The computer recording medium according to claim 1, wherein parameters that define respective abilities are set in the pitcher character of said player's team, and these parameters are altered in accordance with the pitching results.

8. (Currently Amended) A game server which is accessible from a computer operated by a player via a network, and which has a computer readable recording medium on which [[a]] an executable game progress control program is recorded to control a progress of a baseball game in which a game player's team and a computer-controlled team or competitor's team alternately play offense and defense

via a ball character used as a game medium, said game progress control program comprising the steps of:

displaying a game image including a plurality of characters on a monitor screen of a computer;

receiving input of [[the content of]] instructions based on [[the]] directional moving operations and button operations of a pointing device with at least one button by the player with respect to a pointing device;, said pointing device in its entirety being movable with respect to said monitor screen, and

proceeding the baseball game based on the input made by the game player;

wherein in said receiving step, the designation of instructions for the pitching action of a pitcher character is accomplished by the operation of said pointing device when the player's team is the defensive side, the designation of instructions for the offensive action of a batter character is accomplished by the operation of said pointing device when the game player's team is the offensive side, and the selection of pitching or pickoff throw as said pitching action is accomplished by [[a]] different operations of the button provided on button operation of said pointing device.

9. (Currently Amended) A game progress control method for controlling a progress of a baseball game in which a game player's team and a computer-controlled team or competitor's team alternately play offense and defense

via a ball character used as a game medium, said game progress control method comprising the steps of:

displaying a game image including a plurality of characters on a monitor screen of a computer;

receiving input of [[the content of]] instructions based on [[the]] directional moving operations and button operations of a pointing device with at least one button by the player with respect to a pointing device; said pointing device in its entirety being movable with respect to said monitor screen, and

proceeding the baseball game based on the input made by the game player;

wherein in said receiving step, the designation of instructions for the pitching action of a pitcher character is accomplished by the operation of said pointing device when the player's team is the defensive side, the designation of instructions for the offensive action of a batter character is accomplished by the operation of said pointing device when the game player's team is the offensive side, and the selection of pitching or pickoff throw as said pitching action is accomplished by [[a]] different operations of the button provided on button operation of said pointing device.

10. (Cancel)

11. (New) A computer readable recording medium in which a game progress control program is recorded to control a progress of a baseball game in which a game player's team and a computer-controlled team or competitor's team alternately play offense and defense via a ball character used as a game medium, said game progress control program comprising the steps of:

displaying a game image including a plurality of characters on a monitor screen of a computer;

receiving input of instructions based on directional moving operation and button operation of a mouse with a first button and a second button by the player; and

proceeding the baseball game based on the input made by the game player; wherein in said receiving step, the designation of instructions for the pitching action of a pitcher character is accomplished by the operation of said pointing device when the player's team is the defensive side, the designation of instructions for the offensive action of a batter character is accomplished by the operation of said pointing device when the game player's team is the offensive side, and the selection of pitching or pickoff throw as said pitching action is accomplished by operation of a selected corresponding one of said first and said second buttons of the mouse.

12. (New) A computer readable recording medium in which a game progress control program is recorded to control a progress of a baseball game in which a game player's team and a computer-controlled team or competitor's team alternately play

offense and defense via a ball character used as a game medium, said game progress control program comprising the steps of:

displaying a game image including a plurality of characters on a monitor screen of a computer;

receiving input of instructions based on directional moving operations and button operations of the player with respect to a mouse with a first button and a second button; and

proceeding the baseball game based on the input made by the game player; wherein in said receiving step, the designation of instructions for the pitching action of a pitcher character is accomplished by the operation of said pointing device when the player's team is the defensive side, the designation of instructions for the offensive action of a batter character is accomplished by the operation of said pointing device when the game player's team is the offensive side, and the selection of pitching or pickoff throw as said pitching action is accomplished by operation of a selected corresponding one of the first and the second buttons of the mouse, and the selection of the pickoff base among a first base, a second base, and a third base, to which the pickoff throw is made is accomplished by a movement of the mouse to right, top, and left direction, respectively.